



Derek Cuneo

ANIMATION PRODUCER & STORYTELLER

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A SOLID BLEND OF CREATIVITY, PASSION, COMMUNICATION, UNDERSTANDING, AND EXECUTION.



ANIMATION



- Brings scripts and storyboards to life through character animation, camera animation, and motion design, using both 2d & 3d tools.
- Understands cinematic language and camera terminology, as well as use DoF, motion blur, and other digital effects to create a sense of life.
- Leverages animation principles to deliver on story-driven content with a strong sense of composition, form, and timing.



STORYTELLING



- Combines understanding of Maya and After Effects to composite complex sequences with a strong sense of lighting, perspective, and scale.
- Adapts quickly to ideate and produce concepts and compositions while maintaining a high standard of quality and detail.
- Creates engaging compositions and designs, executes on creative direction, and provides insight from visioning through post-production.

EXPERIENCE

Sept '20 — Present	Lead Producer - Animation and Motion Design — Lumen Technologies
May '20 — Present	Adjunct Professor of Animation — Rocky Mountain College of Art & Design
Sept '18 — Apr '20	Senior Motion Graphics Designer — SANS Institute
Dec '13 — Sept '18	Senior Visual Designer — Triumvirate Environmental
Sept '16 — Mar '17	Adjunct Lecturer of Motion Graphics — Boston University
Jun '11 — May '16	Animation Instructor — Boston University Center for Digital Imaging Arts

TOOLS

- Adobe Creative Cloud: After Effects, Illustrator, Photoshop, Premiere, InDesign & Audition
- Autodesk Maya
- Toon Boom Harmony
- Substance Painter
- Pixologic ZBrush

EDUCATION

- **Boston University**
Certificate, 3D Animation and Interactive Design
- **University of Massachusetts Amherst**
B.A., Communications; Education; Film Studies